EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	29093	345/302 345/355 707/104 707/530 725/62 725/88 709/219 709/201 709/217	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2008/01/02 16:35
L2	8503	(stor$3 buffer$3) with (media near2 content)	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2008/01/02 16:36
L3	625	1 and L2	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2008/01/02 16:36
S1	1	"20030079002"	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2007/04/04 11:04
S2	1	"20050035970"	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2007/08/22 13:42
S3	1	"20030074421"	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2007/04/04 15:53
S4	1	"20030079002"	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2007/04/04 15:53
S5	1	"20050035970"	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2007/04/04 16:46
S6	1	"20030079002"	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2007/04/04 16:47

EAST Search History

S7	11546	709/224	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2007/04/04 16:48
S8	12301085	@ad<"20011023" @rlad<"20011023"	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2008/01/02 12:24
S9	8343	S7 and S8	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2007/04/04 16:49
S10	1	"2003007900"	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2007/08/21 17:55
S11	1	"20030079002"	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2007/08/21 17:55
S12	0	"6671807".pn. and wireless	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2007/08/22 11:15
S13	0	"6671807".pn. and mobile	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2007/08/22 11:15
S14	0	"6671807".pn. and pda	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2007/08/22 11:15
S15	1	"20050035970"	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2007/08/22 11:25
S16	1	"20030079002"	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2007/08/22 11:25

EAST Search History

S17	12586	709/224	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2007/08/22 11:25
S18	12322594	@ad<"20011023" @rlad<"20011023"	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2007/08/22 11:25
S19	8687	S17 and S18	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2007/08/22 11:25
S20	1	"20050035970"	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2007/08/22 11:25
S21	1	"20030079002"	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2007/08/22 11:25
S22	1	"20030074421"	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2007/08/22 11:25
S23	1	"20030079002"	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2007/08/22 11:25
S24	1	"2003007900"	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2007/08/22 11:25
S25	1	"20030079002"	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2007/08/22 11:28
S26	10244	709/219	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2007/08/22 11:29

EAST Search History

S27	6438	709/201	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2007/08/22 11:29
S28	1	"20030158749"	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2007/08/22 14:38
S29	21	"6424996"	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2007/08/22 14:17
S30	71	SOIX	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2007/08/22 14:33
S31	0	(internet with monitor$3 with benchmark$3).ab.	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2007/08/22 14:38
S32	1	(internet with monitor$3 with benchmark$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2007/08/22 16:15
S33	499	buffer$3 with (media near2 content)	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2008/01/02 14:27
S34	12348129	@ad<"20011023" @rlad<"20011023"	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2008/01/02 12:24
S35	12348129	S34	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2008/01/02 12:25
S36	209	S33 and S34	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2008/01/02 12:26

EAST Search History

S37	29	S36 and TV	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2008/01/02 13:08
S38	1	"20030079002" and replay	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2008/01/02 13:10
S39	769	instant near2 replay	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2008/01/02 13:11
S40	471	S34 and S39	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2008/01/02 13:11
S41	2	S40 and S33	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2008/01/02 13:11
S42	769	instant near2 replay	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2008/01/02 14:56
S43	769	S42	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2008/01/02 14:27
S44	12348129	@ad<"20011023" @rlad<"20011023"	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2008/01/02 14:27
S45	12348129	S44	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2008/01/02 14:27
S46	499	buffer$3 with (media near2 content)	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2008/01/02 15:04

EAST Search History

S47	499	S46	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2008/01/02 14:27
S48	16715	reproduction near2 system	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2008/01/02 14:45
S49	0	S46 and S48 and S42 and S44	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2008/01/02 14:45
S50	12348129	S46 and 12and S44	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2008/01/02 14:46
S51	1	S46 and S48 and S44	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2008/01/02 14:52
S52	2	"20020124258" and interface	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2008/01/02 14:51
S53	17	S46 and S42 and (GUI interface)	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2008/01/02 14:53
S54	2	S53 and S44	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2008/01/02 14:52
S55	168	S46 and S44 and (GUI interface)	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2008/01/02 14:53
S56	39	S42 and (media near2 player)	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2008/01/02 14:56

EAST Search History

S57	17	S56 and S44	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2008/01/02 14:57
S58	13	S57 and (wireless bluetooth)	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2008/01/02 15:04
S59	0	S58 and S46	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2008/01/02 15:04
S60	8503	(stor$3 buffer$3) with (media near2 content)	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2008/01/02 15:04
S61	1	S57 and S60	US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB	OR	ON	2008/01/02 16:33

Web Results 1 - 10 of about 1,630,000 for store media content into a buffer. (0.30 seconds)

Method and system for providing time-shifted delivery of live ...
As a result, because the **buffer** 350 **stores** the **media** program **content** in a packet format, the processing burden on the unicast delivery unit 316 is reduced ...
www.patentstorm.us/patents/6973667-description.html - 53k - Cached - Similar pages

Data transmission system - US Patent 7142525
... said period of reduced information **content into** said streamed **media** data. ... **store** said received packetised streamed **media** data in said data **buffer**; ...
www.patentstorm.us/patents/7142525-claims.html - 25k - Cached - Similar pages
[More results from www.patentstorm.us]

Reducing Broadcast Delay
When describing a Windows **Media buffer**, on the other hand, we usually think ....
Assuming each **buffer stores** five seconds of data, and taking **into** account ...
www.microsoft.com/windows/windows**media**/howto/articles/BroadcastDelay.aspx - 35k - Cached - Similar pages

(WO/2003/051052) DIVIDING AND MANAGING TIME SHIFT BUFFERING **INTO** ...
The system of claim 1, wherein the processor is further configured with the logic to use the receipt time of a **media content** instance **into** the **buffer** space ...
www.wipo.int/pctdb/en/wo.jsp?IA=WO2003%2F051052&WO=2003%2F051052&DISPLAY=CLAIMS - 35k - Cached - Similar pages

Methods and systems for providing random access to structured ...
Subsequently, when the local **buffer** is fill, the client's machine ..... Step 802 **stores** the structured **media content** file portions in a client cache ...
www.freepatentsonline.com/7236988.html - 123k - Cached - Similar pages

Personal **media** broadcasting system with output **buffer** invention
The broadcaster digitizes and compresses the received **media content** (if ... in an intermediate output **buffer** used to temporarily **store** the **media** stream ...
www.freshpatents.com/Personal-**media**-broadcasting-system-with-output-**buffer**-dt20060504ptan20060095401.php - 34k - Cached - Similar pages

Using **Content**-Based Search to Download Digital Video **into** a Client ...
alized **into content**-based filtering, which is expected to be. important in collecting interesting information from hyper-. **media** streams (video/audio/text) ...
linkinghub.elsevier.com/retrieve/pii/S1077201496900042 - Similar pages

flash.**media**.SoundMixer (Flex 3)
The number of seconds to preload an embedded streaming sound **into a buffer** before it starts to stream. The data in a loaded sound, including its **buffer** time ...
livedocs.adobe.com/labs/flex3/langref/flash/**media**/SoundMixer.html - 38k - Cached - Similar pages

MEMS-based disk **buffer** for streaming **media** servers - Data ...
media content. Since the MEMS device offers low latency. data access at throughput levels similar to ... DRAM are first retrieved **into** the MEMS **buffer** and ...
ieeexplore.ieee.org/iel5/8910/28179/01260826.pdf?arnumber=1260826 - Similar pages

Performance Evaluation of Transcoding-Enabled Streaming **Media ...**
ceived stream from the origin **into** the incoming **buffer**. The transcoder con- ... Since an enterprise **media** server **stores** video **content** at ...
www.springerlink.com/index/C3YV6H1MG6DJM60J.pdf - Similar pages

1 2 3 4 5 6 7 8 9 10 **Next**

Terms used: **store media content into a buffer** Found **110,176** of **216,412**

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Results 1 - 20 of 200 Result page: **1** 2 3 4 5 6 7 8 9 10 next
Best 200 shown Relevance scale

1 An open-source CVE for programming education: a case study: An open-source CVE for programming education: a case study
Andrew M. Phelps, Christopher A. Egert, Kevin J. Bierre, David M. Parks
July 2005 **ACM SIGGRAPH 2005 Courses SIGGRAPH '05**
Publisher: ACM Press
Full text available: pdf(7.92 MB) Additional Information: full citation, references

2 Characteristics of streaming media stored on the Web
Mingzhe Li, Mark Claypool, Robert Kinicki, James Nichols
November 2005 **ACM Transactions on Internet Technology (TOIT)**, Volume 5 Issue 4
Publisher: ACM Press
Full text available: pdf(936.68 KB) Additional Information: full citation, abstract, references, citings, index terms

Despite the growth in multimedia, there have been few studies that focus on characterizing streaming audio and video stored on the Web. This investigation used a customized Web crawler to traverse 17 million Web pages from diverse geographic locations and identify nearly 30,000 streaming audio and video clips available for analysis. Using custom-built extraction tools, these streaming media objects were analyzed to determine attributes such as media type, encoding format, playout duration, bitra ...

Keywords: Apple QuickTime, Microsoft Windows Media Player, RealNetworks RealPlayer, long-tailed, multimedia, self-similarity, streaming

3 Multimedia and graphics: Enhancing loop buffering of media and telecommunications applications using low-overhead predication
John W. Sias, Hillery C. Hunter, Wen-mei W. Hwu
December 2001 **Proceedings of the 34th annual ACM/IEEE international symposium on Microarchitecture MICRO 34**
Publisher: IEEE Computer Society
Full text available: pdf(1.37 MB) Additional Information: full citation, abstract, references, citings
Publisher Site

Media- and telecommunications-focused processors, increasingly designed as deeply pipelined, statically-scheduled VLIWs, rely on loop buffers for low-overhead execution of

simple loops. Key loops containing control flow pose a substantial problem---full predication has a high encoding overhead, and partial predication techniques do not support if-conversion, the transformation of general acyclic control flow into predicated blocks. Using a set of significant media processing benchmarks, drawn fr ...

4 Scalable and fault-tolerant support for variable bit-rate data in the exedra streaming server

Stergios V. Anastasiadis, Kenneth C. Sevcik, Michael Stumm
November 2005 **ACM Transactions on Storage (TOS)**, Volume 1 Issue 4
Publisher: ACM Press
Full text available: pdf(1.01 MB) Additional Information: full citation, abstract, references, index terms

We describe the design and implementation of the Exedra continuous media server, and experimentally evaluate alternative resource management policies using a prototype system that we built. Exedra has been designed to provide scalable and efficient support for variable bit-rate media streams whose compression efficiency leads to reduced storage space and bandwidth requirements in comparison to constant bit-rate streams of equivalent quality. We examine alternative disk striping policies, and qua ...

Keywords: Content distribution, multimedia compression

5 On the storage and retrieval of continuous media data

Banu Özden, Rajeev Rastogi, Avi Silberschatz
November 1994 **Proceedings of the third international conference on Information and knowledge management CIKM '94**
Publisher: ACM Press
Full text available: pdf(857.76 KB) Additional Information: full citation, abstract, references, index terms

Continuous media applications, which require a guaranteed transfer rate of the data, are becoming an integral part of daily computational life. However, conventional file systems do not provide rate guarantees, and are therefore not suitable for the storage and retrieval of continuous media data (e.g., audio, video). To meet the demands of these new applications, continuous media file systems, which provide rate guarantees by managing critical storage resources such as memo ...

6 ARIES: a transaction recovery method supporting fine-granularity locking and partial rollbacks using write-ahead logging

C. Mohan, Don Haderle, Bruce Lindsay, Hamid Pirahesh, Peter Schwarz
March 1992 **ACM Transactions on Database Systems (TODS)**, Volume 17 Issue 1
Publisher: ACM Press
Full text available: pdf(5.23 MB) Additional Information: full citation, abstract, references, citings, index terms, review

DB2TM, IMS, and TandemTM systems. ARIES is applicable not only to database management systems but also to persistent object-oriented languages, recoverable file systems and transaction-based operating systems. ARIES has been implemented, to varying degrees, in IBM's OS/2TM Extended Edition Database Manager, DB2, Workstation Data Save Facility/VM, Starburst and QuickSilver, and in the University of Wisconsin's EXODUS and Gamma d ...

Keywords: buffer management, latching, locking, space management, write-ahead logging

7 Streaming 1: Optimal delivery of multi-media content over networks

Arthur Allen
October 2001 **Proceedings of the ninth ACM international conference on Multimedia MULTIMEDIA '01**
Publisher: ACM Press

Full text available: pdf(4.39 MB) Additional Information: full citation, abstract, references, citings, index terms

In this paper, we describe scalable optimal methods for delivering archived and live multi-media content from servers to multi-media client players endowed with substantial RAM or disk-based buffers. These methods result from the application of linearoptimization theory (linear programming) to the problem of how best to modulate the flow rate of constant-bit-rate (CBR) content for all sessions linking a server to its clients, in which session flow rates are subject to upper and lower bound const ...

Keywords: CAC, CBR, QOS, VBR bandwidth smoothing, ad insertion, edge-caching, linear programming, live events, optimization, video-on-Demand

8 Cache architecture for on-demand streaming on the Web
Raj Sharman, Shiva Shankar Ramanna, Ram Ramesh, Ram Gopal
September 2007 **ACM Transactions on the Web (TWEB)**, Volume 1 Issue 3
Publisher: ACM Press
Full text available: pdf(768.75 KB) Additional Information: full citation, abstract, references, index terms

On-demand streaming from a remote server through best-effort Internet poses several challenges because of network losses and variable delays. The primary technique used to improve the quality of distributed content service is replication. In the context of the Internet, Web caching is the traditional mechanism that is used. In this article we develop a new staged delivery model for a distributed architecture in which video is streamed from remote servers to edge caches where the video is buff ...

Keywords: Web caching, buffering, edge cache, on-demand streaming, quality of service, selective retransmissions

9 Operating system principles
Per Brinch Hansen
January 1973 Book
Publisher: Prentice-Hall, Inc.
Full text available: pdf(16.81 MB) Additional Information: full citation, abstract, references, cited by, index terms

From the Preface

MAIN GOAL

This book tries to give students of computer science and professional programmers a general understanding of *operating systems*--the programs that enable people to share computers efficiently.

To make the sharing of a computer tolerable, an operating system must enforce certain rules of behavior on all its users. One would therefore expect the designers of operating systems to do their utmost to make them as s ...

10 Exploiting perception in high-fidelity virtual environments: Exploiting perception in high-fidelity virtual environments

Additional presentations from the 24th course are available on the citation page

Mashhuda Glencross, Alan G. Chalmers, Ming C. Lin, Miguel A. Otaduy, Diego Gutierrez
July 2006 **ACM SIGGRAPH 2006 Courses SIGGRAPH '06**

Publisher: ACM Press

Full text available: pdf(5.07 MB) mov(68:6 MIN) Additional Information: full citation, appendices and supplements, abstract, references, cited by, index terms

The objective of this course is to provide an introduction to the issues that must be considered when building high-fidelity 3D engaging shared virtual environments. The principles of human perception guide important development of algorithms and techniques in collaboration, graphical, auditory, and haptic rendering. We aim to show how human perception is exploited to achieve realism in high fidelity environments within the constraints of available finite computational resources.In this course w ...

Keywords: collaborative environments, haptics, high-fidelity rendering, human-computer interaction, multi-user, networked applications, perception, virtual reality

11 The multi-Media workstation

D. Phillips, P. Vais, S. Perlman, K. Lantz, M. Picco
July 1989 **ACM SIGGRAPH Computer Graphics , ACM SIGGRAPH 89 Panel Proceedings SIGGRAPH '89**, Volume 23 Issue 5

Publisher: ACM Press

Full text available: pdf(2.91 MB) Additional Information: full citation, abstract, index terms

Good afternoon, ladies and gentlemen. Thank you very much for taking time out from the parties to join us for one of the peripheral activities of SIGGRAPH. As you know, the panel that we're going to be holding this afternoon is entitled the Multi-Media Workstation. Before I make some introductory remarks, I am required to make some administrative remarks.

The first thing is to remind you that the proceedings of all of the panels are being audio taped this year for subsequent ...

12 GPGPU: general purpose computation on graphics hardware

David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(63.03 MB) Additional Information: full citation, abstract, citings

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

13 Multimedia support for databases

Banu Özden, Rajeev Rastogi, Avi Silberschatz
May 1997 **Proceedings of the sixteenth ACM SIGACT-SIGMOD-SIGART symposium on Principles of database systems PODS '97**

Publisher: ACM Press

Full text available: pdf(1.90 MB) Additional Information: full citation, references, citings, index terms

14 Content analysis: RETAVIC: using meta-data for real-time video encoding in multimedia servers

Maciej Suchomski, Michael Militzer, Klaus Meyer-Wegener
June 2005 **Proceedings of the international workshop on Network and operating systems support for digital audio and video NOSSDAV '05**
Publisher: ACM Press
Full text available: pdf(273.78 KB) Additional Information: full citation, abstract, references, index terms

In a situation where many different output formats tailored to certain environments must be generated upon request from a single generic storage format of a video object, transformations in real-time must be available. The paper introduces the building blocks of a system that can provide such transformations. A non-real-time preparation phase produces a layered lossless format and also does content analysis. Meta-data extracted here are later used to control and sim-plify the transcoding process ...

Keywords: format independence, layered lossless video coding, media servers, real-time, scalable storage, transcoding, video conversion, video streaming

15 An efficient deadline-credit-based transport scheme for prerecorded semisoft continuous media applications

Zoe Antoniou, Ioannis Stavrakakis
October 2002 **IEEE/ACM Transactions on Networking (TON)**, Volume 10 Issue 5
Publisher: IEEE Press
Full text available: pdf(409.93 KB) Additional Information: full citation, abstract, references, index terms

In this paper, an efficient scheme is proposed based on the introduced deadline-credit-based (DC) policy. This scheme is appropriate for any prerecorded media, but is particularly relevant for prerecorded semisoft continuous media (CM) applications. Semisoft are applications with very small initial delay tolerance and, thus, for which very small amount of content may be sent in advance. The proposed policy pushes content toward the end user during the session by taking advantage of any bandwidth ...

Keywords: application data unit, continuous media applications, deadline credit, fairness, transport

16 ALP: Efficient support for all levels of parallelism for complex media applications

Ruchira Sasanka, Man-Lap Li, Sarita V. Adve, Yen-Kuang Chen, Eric Debes
March 2007 **ACM Transactions on Architecture and Code Optimization (TACO)**, Volume 4 Issue 1
Publisher: ACM Press
Full text available: pdf(1.01 MB) Additional Information: full citation, abstract, references, index terms

The real-time execution of contemporary complex media applications requires energy-efficient processing capabilities beyond those of current superscalar processors. We observe that the complexity of contemporary media applications requires support for multiple forms of parallelism, including ILP, TLP, and various forms of DLP, such as subword SIMD, short vectors, and streams. Based on our observations, we propose an architecture, called ALP, that efficiently integrates all of these forms of p ...

Keywords: DLP, Parallelism, SIMD, TLP, data-level parallelism, media applications, multimedia, vector

17

Systems 3: searching and streaming: Scalable media streaming to interactive users
Marcus Rocha, Marcelo Maia, Ítalo Cunha, Jussara Almeida, Sérgio Campos
November 2005 **Proceedings of the 13th annual ACM international conference on Multimedia MULTIMEDIA '05**
Publisher: ACM Press
Full text available: pdf(231.02 KB) Additional Information: full citation, abstract, references, index terms

Recently, a number of scalable stream sharing protocols have been proposed with the promise of great reductions in the server and network bandwidth required for delivering popular media content. Although the scalability of these protocols has been evaluated mostly for sequential user accesses, a high degree of interactivity has been observed in the accesses to several *real* media servers. Moreover, some studies have indicated that user interactivity can severely penalize the scalability of ...

Keywords: interactivity, scalable streaming, workload model

18 The *Conquest* file system: Better performance through a disk/persistent-RAM hybrid design
An-I Andy Wang, Geoff Kuenning, Peter Reiher, Gerald Popek
August 2006 **ACM Transactions on Storage (TOS)**, Volume 2 Issue 3
Publisher: ACM Press
Full text available: pdf(1.34 MB) Additional Information: full citation, abstract, references, index terms

Modern file systems assume the use of disk, a system-wide performance bottleneck for over a decade. Current disk caching and RAM file systems either impose high overhead to access memory content or fail to provide mechanisms to achieve data persistence across reboots.The *Conquest* file system is based on the observation that memory is becoming inexpensive, which enables all file system services to be delivered from memory, except for providing large storage capacity. Unlike caching, *Con* ...

***Keywords**: Persistent RAM, file systems, performance measurement, storage management*

19 Performance of image and video processing with general-purpose processors and media ISA extensions
Parthasarathy Ranganathan, Sarita Adve, Norman P. Jouppi
May 1999 **ACM SIGARCH Computer Architecture News , Proceedings of the 26th annual international symposium on Computer architecture ISCA '99**, Volume 27 Issue 2
Publisher: IEEE Computer Society, ACM
Full text available: pdf(141.14 KB) Publisher Site Additional Information: full citation, abstract, references, cited by, index terms

This paper aims to provide a quantitative understanding of the performance of image and video processing applications on general-purpose processors, without and with media ISA extensions. We use detailed simulation of 12 benchmarks to study the effectiveness of current architectural features and identify future challenges for these workloads.Our results show that conventional techniques in current processors to enhance instruction-level parallelism (ILP) provide a factor of 2.3X to 4.2X performa ...

20 Building MEMS-based storage systems for streaming media
Raju Rangaswami, Zoran Dimitrijević, Edward Chang, Klaus Schauser
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The performance of streaming media servers has been limited by the dual requirements of high disk throughput (to service more clients simultaneously) and low memory use (to decrease system cost). To achieve high disk throughput, disk drives must be accessed with large IOs to amortize disk access overhead. Large IOs imply an increased requirement of expensive DRAM, and, consequently, greater overall system cost. MEMS-based storage, an emerging storage technology, is predicted to offer a price- ...

Keywords: I/O scheduling, MEMS-based storage, Storage architecture, multidisk storage, streaming media

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